

10

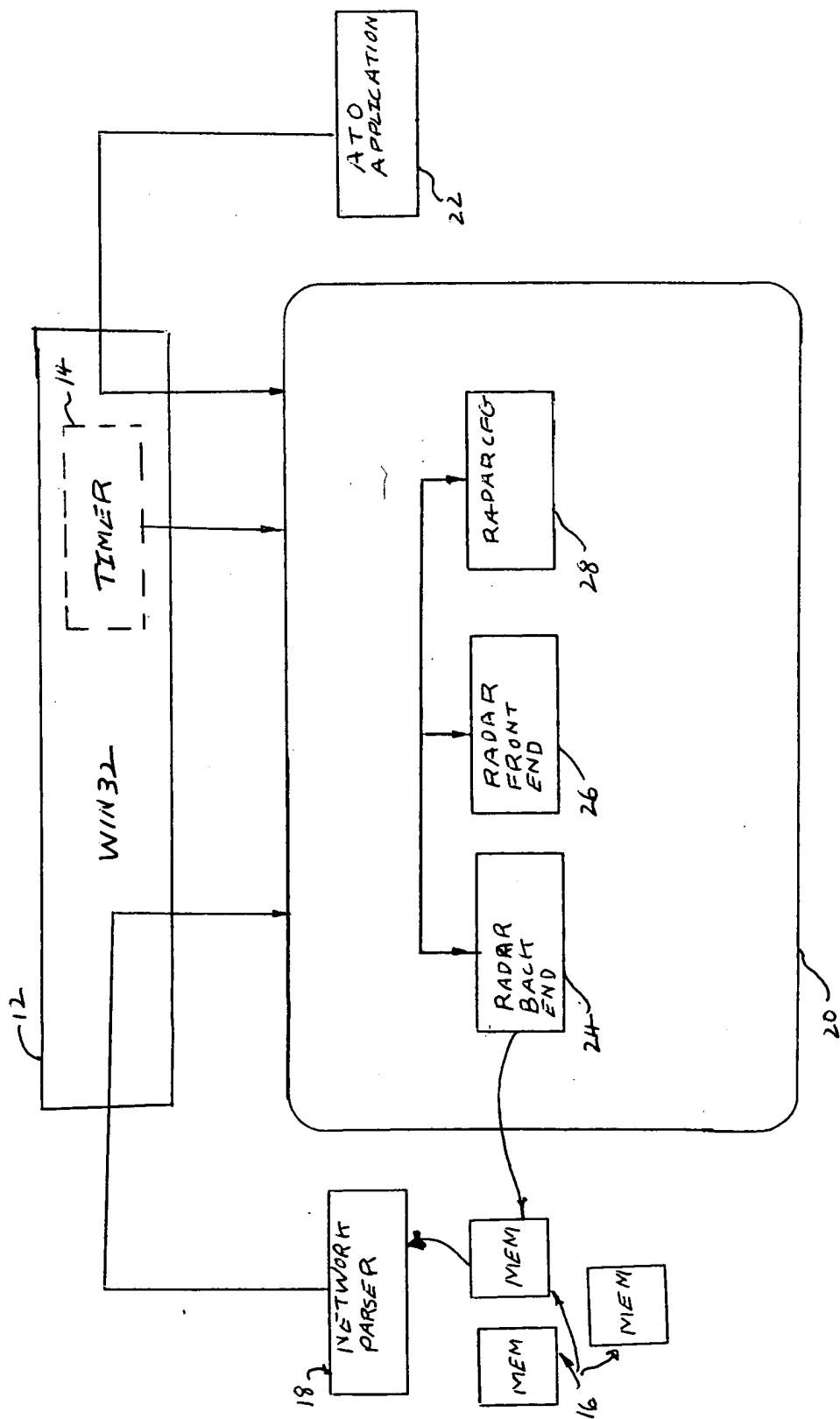
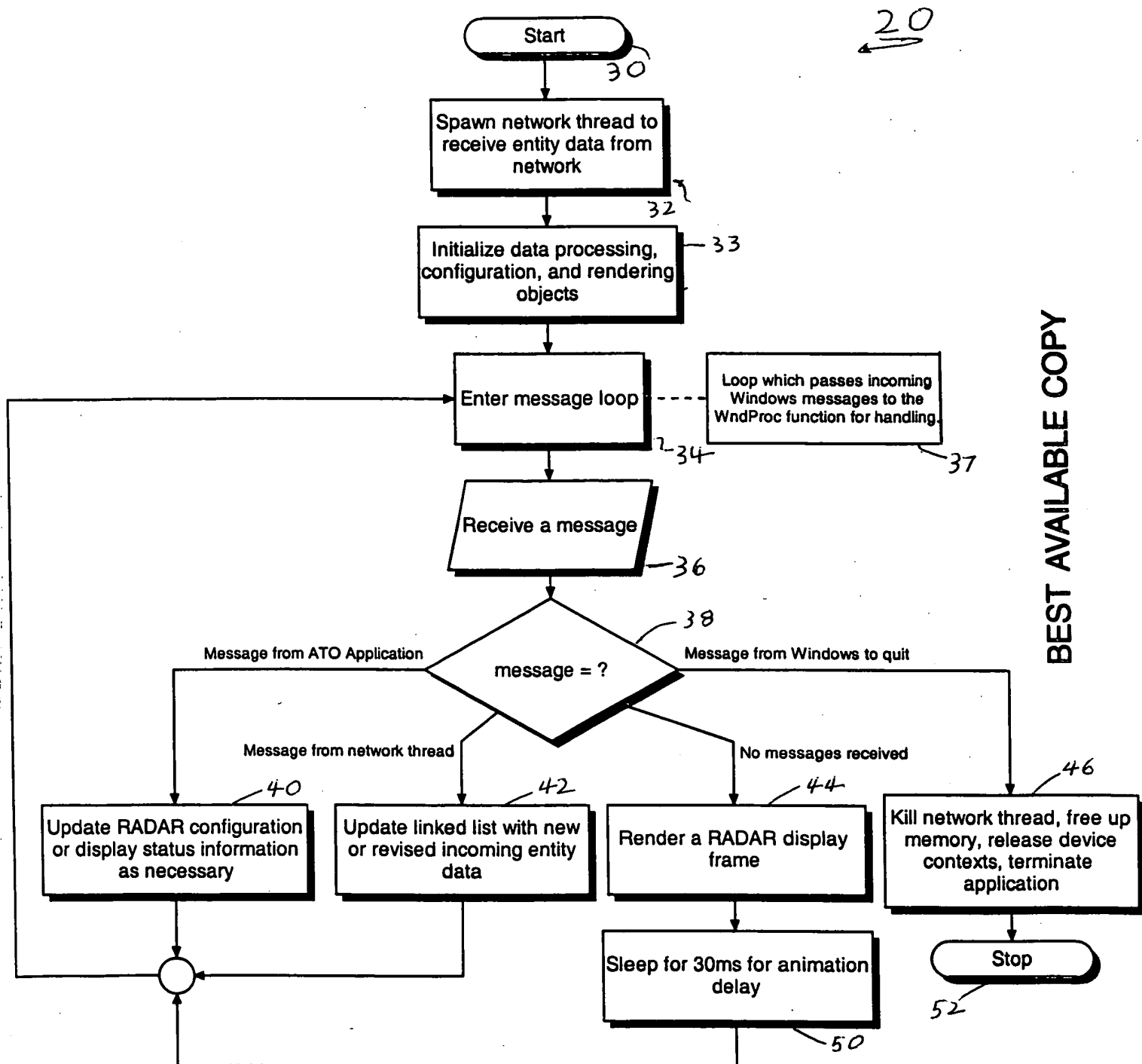


FIG 1

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FIG 2

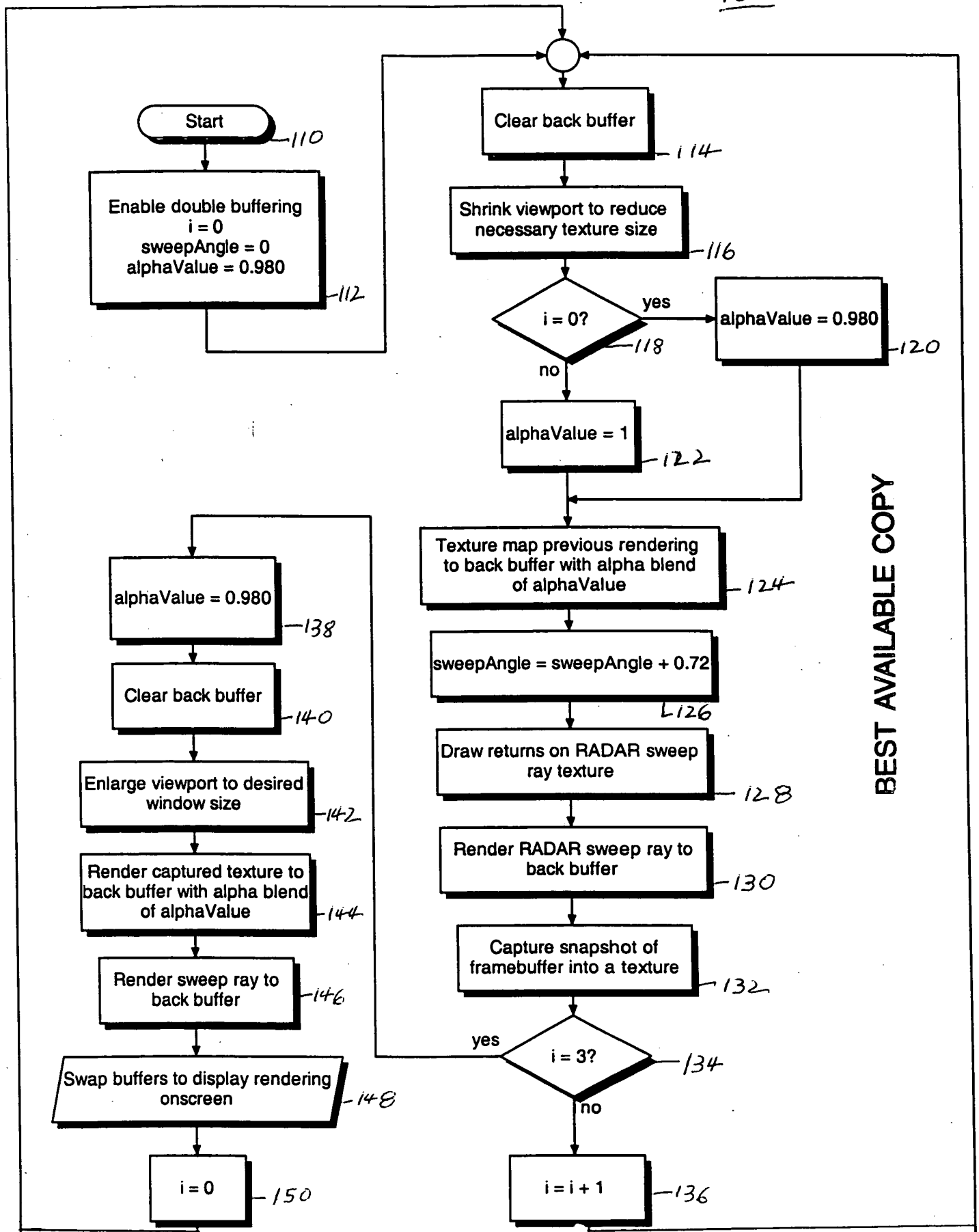
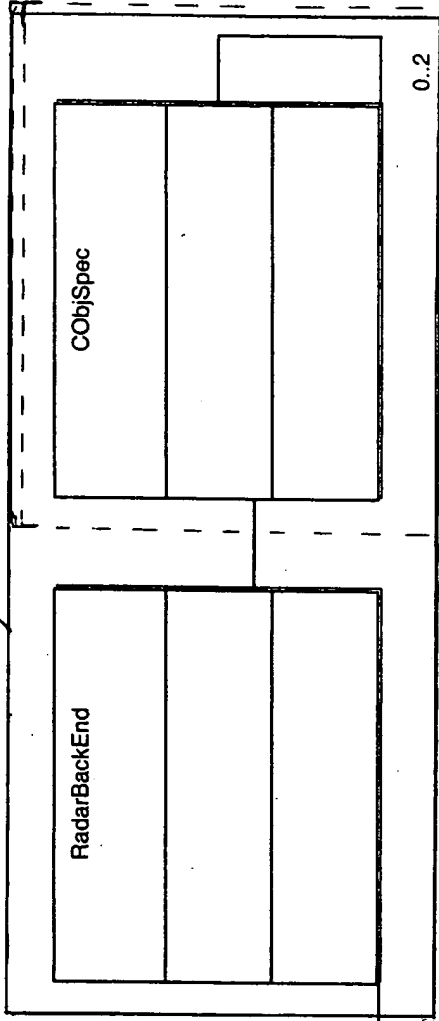
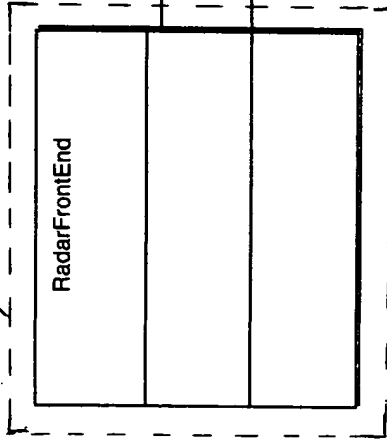


FIG 3

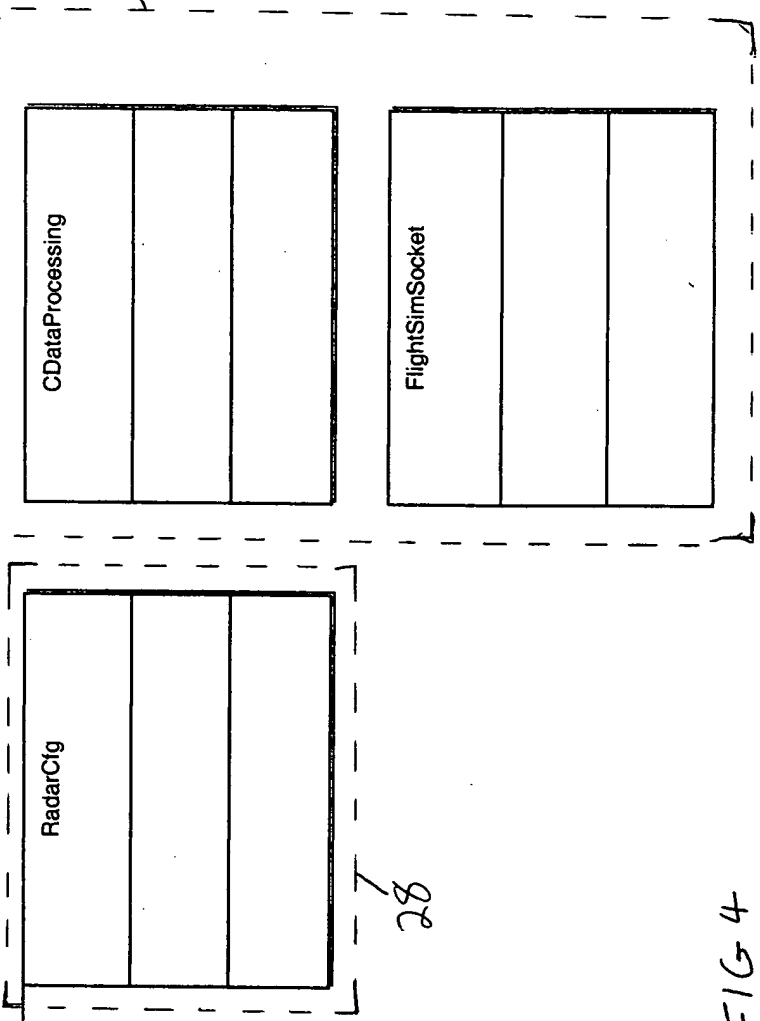
24



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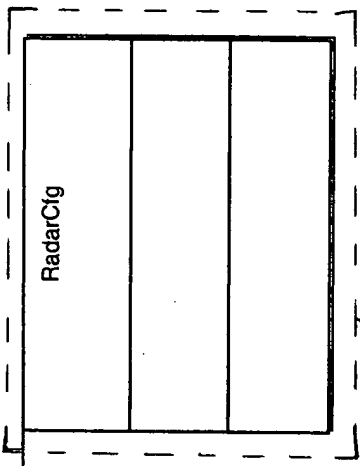


FIG 4

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RadarFrontEnd	
<ul style="list-style-type: none"> - bRotate : bool - bClearDisp : bool - bStopRendering : bool - bStandby : bool - iLinearSize : GLuint - cxCenter : float - cyCenter : float - fSweepAngle : float - fAlphaFade : float - fSweepIncrement : float - fIRange : float - fIGainFactor : float - hpTextures[10] : GLuint - lpSweepTexture[128][4] : GLfloat - upRenderTexture[65536][3] : GLuint - pRadarBackEnd : *RadarBackEnd - pRadarCtg : *RadarCtg - pFirstInt : *ObjSpec 	<ul style="list-style-type: none"> + RadarFrontEnd(pConfig: RadarCtg, pBackEnd: RadarBackEnd, cxWidth: GLint, cyHeight: GLint) : void + ~RadarFrontEnd() : void + renderScene() : void + updateParameters() : void + pauseRendering() : void + continueRendering() : void + getHaloYaw() : void - orthoMode(xLeft: GLint, xRight: GLint, yBottom: GLint, yTop: GLint) : void - perspectiveMode() : void - createSweep(uTextureID: GLuint, lxCenter: GLfloat, lyCenter: GLfloat, lxWidth: GLfloat, lxHeight: GLfloat, lyLength: GLfloat, lyHeight: GLfloat) : void - createTexture(uTextureID: GLuint) : void - renderMotionBlur(uTextureID: GLuint) : void - renderHaloSymbol() : void - drawBlip() : void

FIG. 4 BEST AVAILABLE COPY

RadarCfg	
- iModeSpeed : UINT	
- iRcvrGain : UINT	
- iStab : UINT	
- iEraseGPI : UINT	
- iPersist : UINT	
- iRange : UINT	
- cxHelo : UINT	
- cyHelo : UINT	
- cxHeloOffset : UINT	
+ RadarCfg(rModeSpeed: UINT, rRcvrGain: UINT, rStab: int, rEraseGPI: int, rPersist: UINT, rRange: UINT, rXPos: UINT, rYPos: UINT, rYOffset: UINT) : void	
+ setiModeSpeed(rParam: UINT) : void	
+ setiRcvrGain(rParam: UINT) : void	
+ setiStab(rParam: UINT) : void	
+ setiEraseGPI(rParam: UINT) : void	
+ setiPersist(rParam: int) : void	
+ setiRange(rParam: UINT) : void	
+ setiHeloXPos(rParam: UINT) : void	
+ setiHeloYPos(rParam: UINT) : void	
+ setiHeloYOffset(rParam: UINT) : void	
+ getiModeSpeed() : UINT	
+ getiRcvrGain() : UINT	
+ getiStab() : UINT	
+ getiEraseGPI() : UINT	
+ getiPersist() : UINT	
+ getiRange() : UINT	
+ getiHeloXPos() : UINT	
+ getiHeloYPos() : UINT	
+ -RadarCfg() : void	

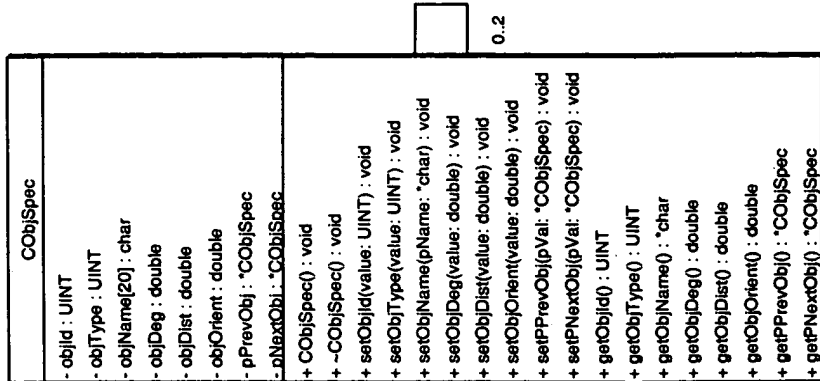
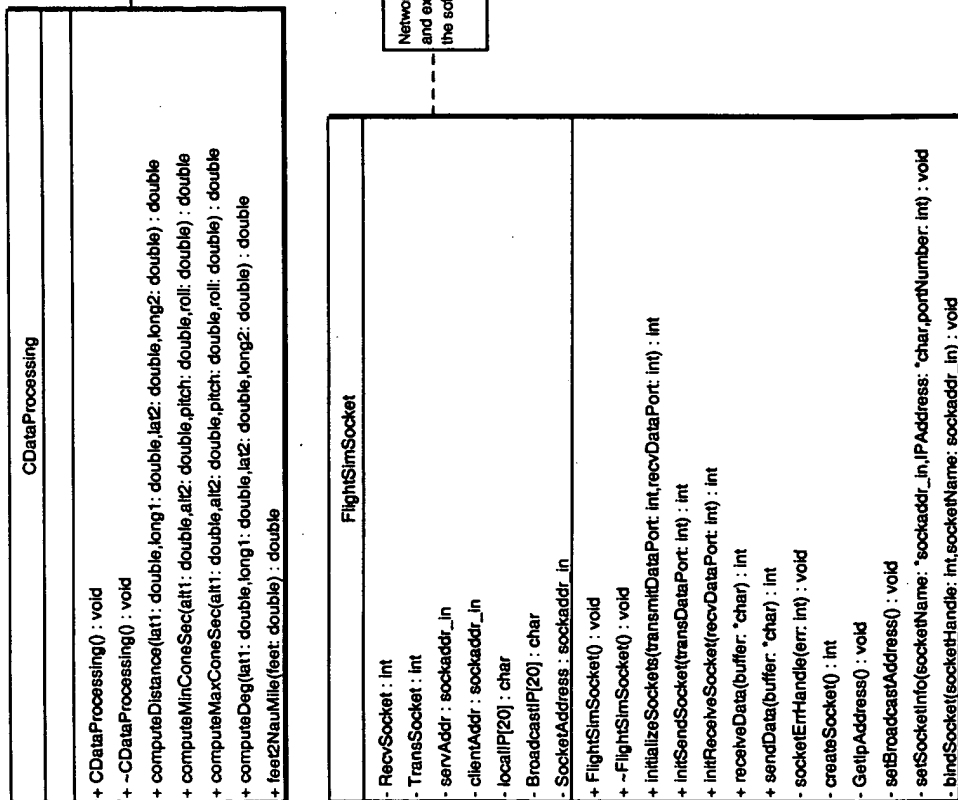


FIG 4 BEST AVAILABLE COPY

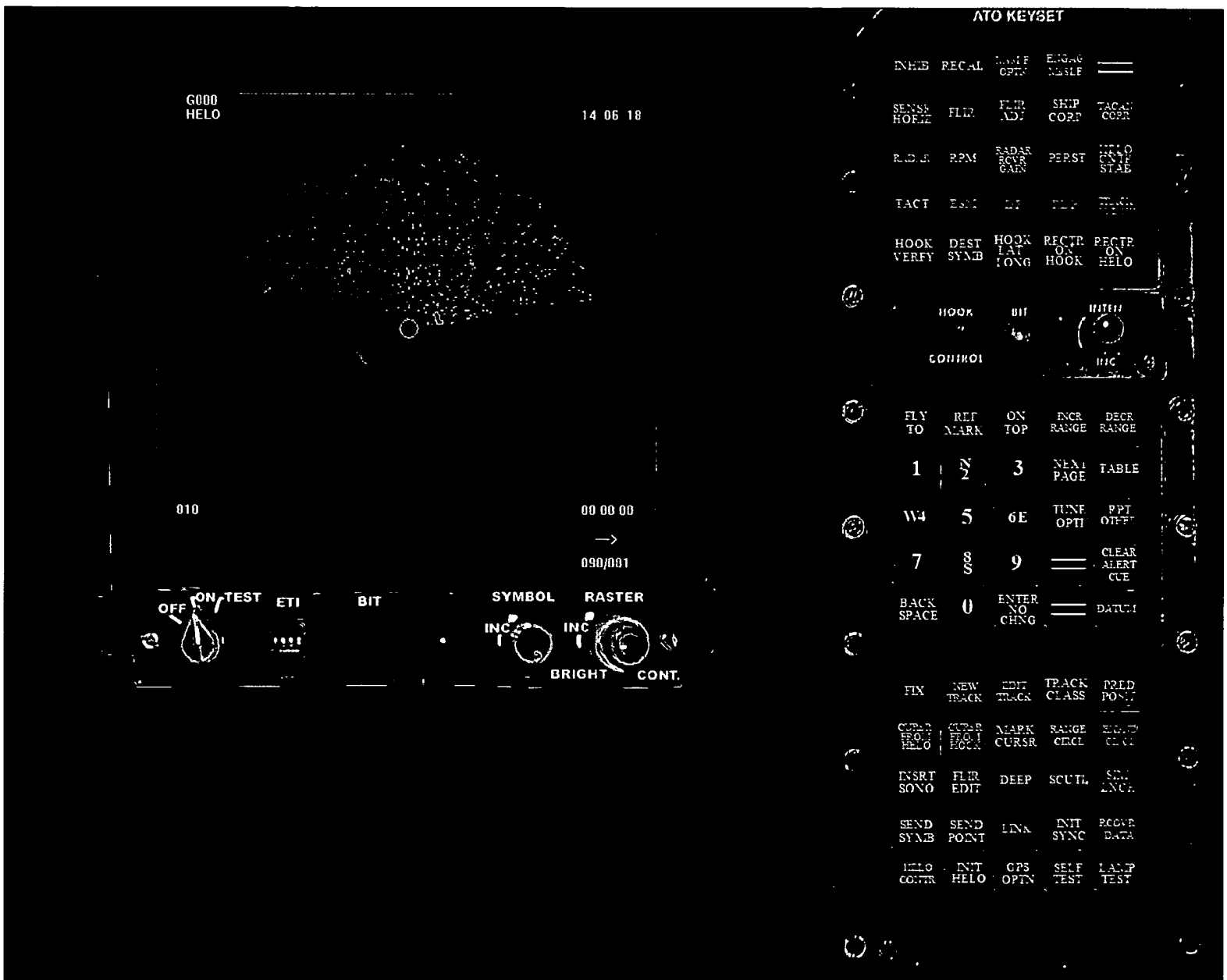


FIG. 5

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